Final Project - Text Based Game Spectrum

Start/End Menu

1. Play Game
2. Exit

Yes

Quit

Game.cpp

1. Creates Player object
2. Create and link all the Space objects together.
3. Run the game via playGame();

Main.cpp

1. Displays Menu
2. Calls Game::playGame();

Menu.cpp

1. Displays Menu
2. getChoice()
3. input Validation
4. play()

class Space

1. Pure Virtual
2. Virtual functions
3. Getters/Setters

Base Class

class Player

1. Getter/Setters
2. Body Temp
3. Bag

class Pond

1. Getter/Setters
2. Scenarios

class Study

1. Getter/Setters
2. Scenarios

class Attic

1. Getter/Setters
2. Scenarios

class Kitchen

1. Getter/Setters
2. Scenarios

class Mainhall

1. Getter/Setters
2. Scenarios

class Gym

1. Getter/Setters
2. Scenarios

Derived Classes